

Fig 1

	<u>Inst</u>	<u>Hit/Miss</u>	<u>Data</u>
18	LDR [R _m]	Hit	Data [R _m]
	MOV	N/A	—
	CMP	N/A	—
	:	:	:
20	LDR [R _m]	Miss	—
	MOV	N/A	—
	CMP	N/A	Data [R _m]
	:		
22	LDR [R ₁]	Miss	—
24	LDR [R ₂]	Miss	—
	MOV	N/A	—
	CMP	N/A	28 — Data [R ₂]
	ADD	N/A	26 — Data [R ₁]

↓ variable delay

missed data returned out of order

Fig. 2

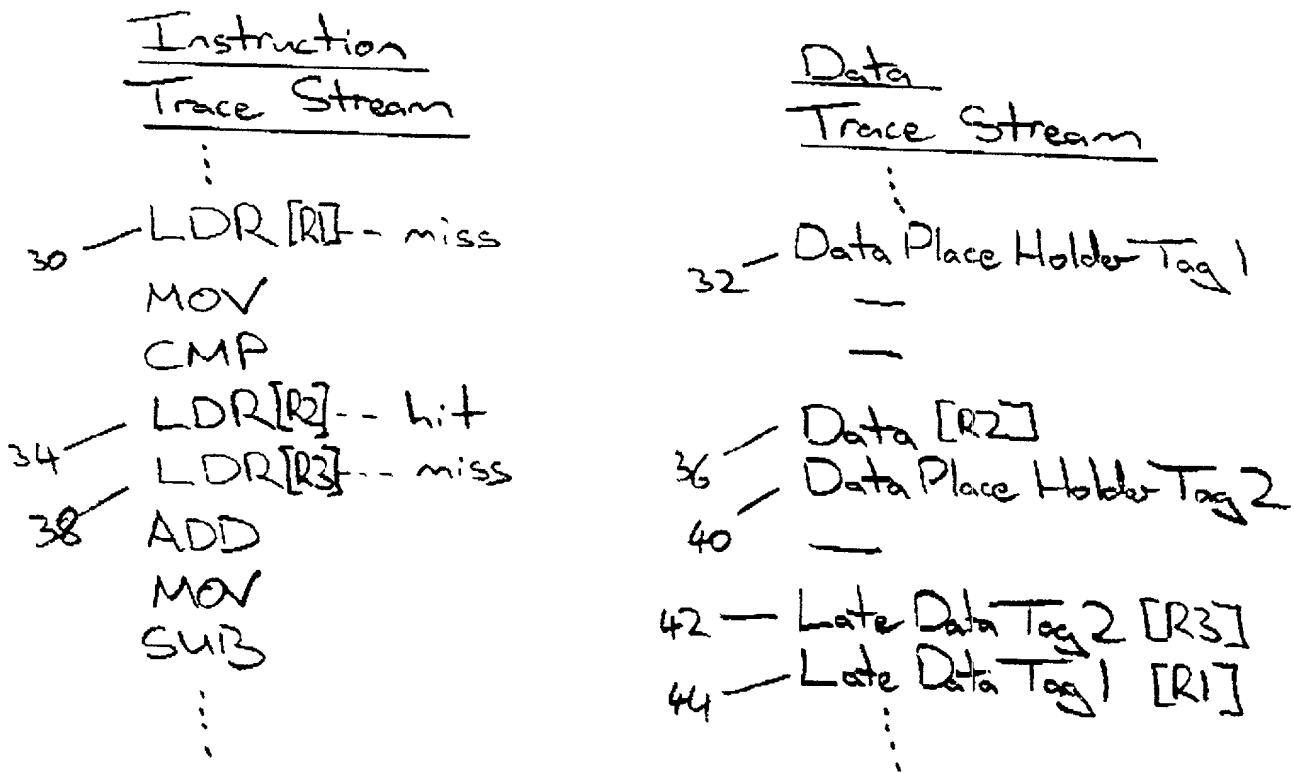


Fig. 3

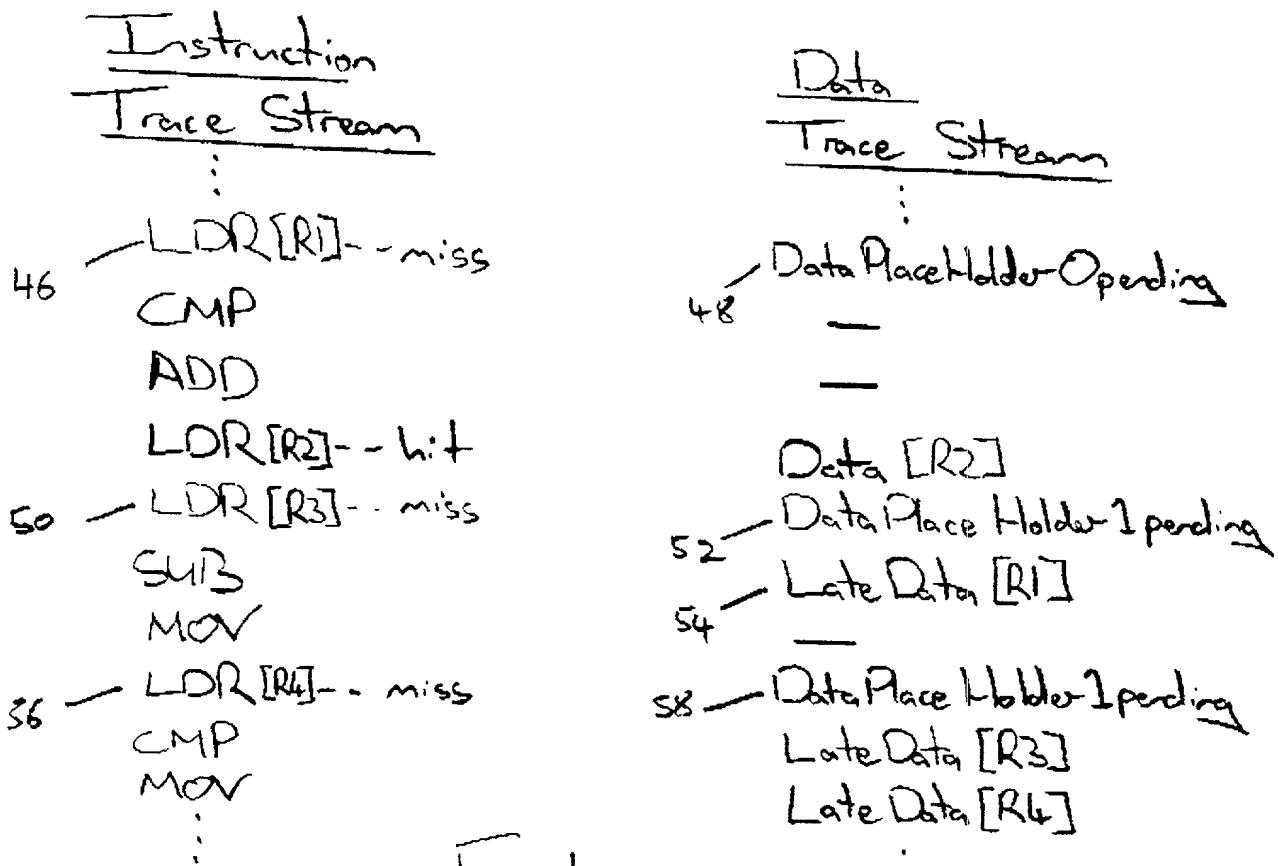


Fig. 4

Instruction Trace Stream

62 (LDR [R1] --- miss)
 (MOV)
 SUB
 ↓
 earliest trace info.
 60 SYNC {1 pending}
 LDR [R2] --- miss
 CMP
 ADD
 64 LDR [R3] --- hit
 MOV
 SUB
 CMP
 :

Data Trace Stream

(Data Place Holder)
 —
 —
 66 Data Place Holder
 LateData [R1]
 68 —
 Data [R3]
 LateData [R2]
 70 —
 —
 :

Fig. 5

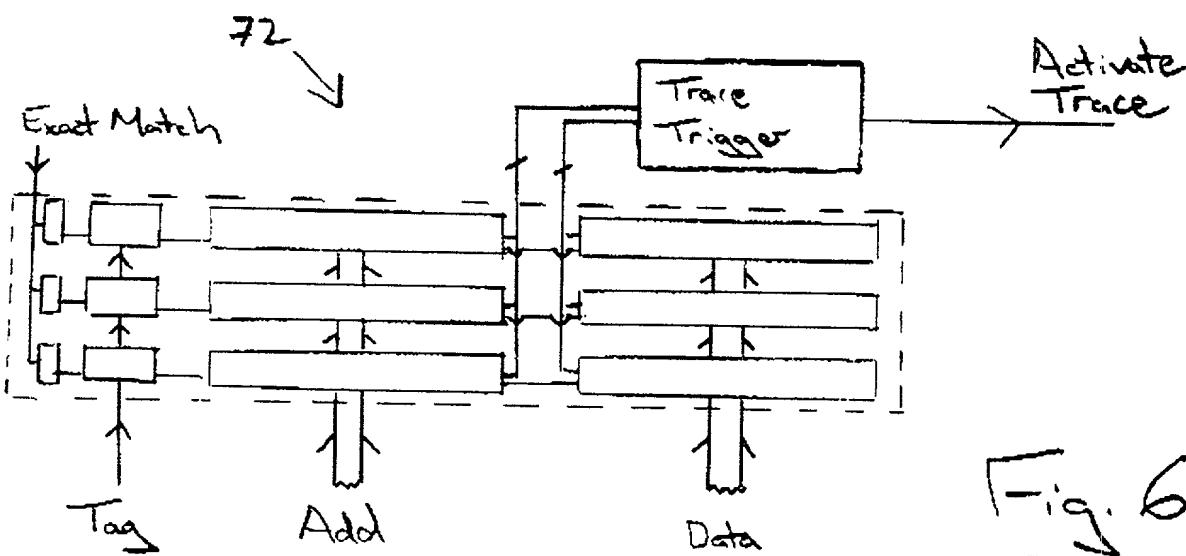


Fig. 6

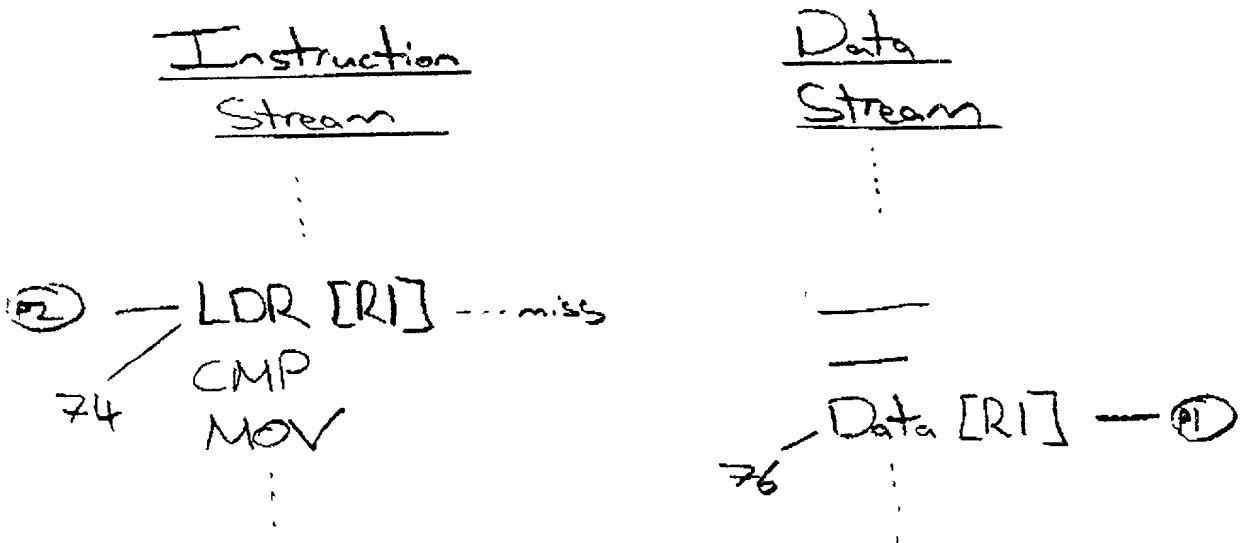
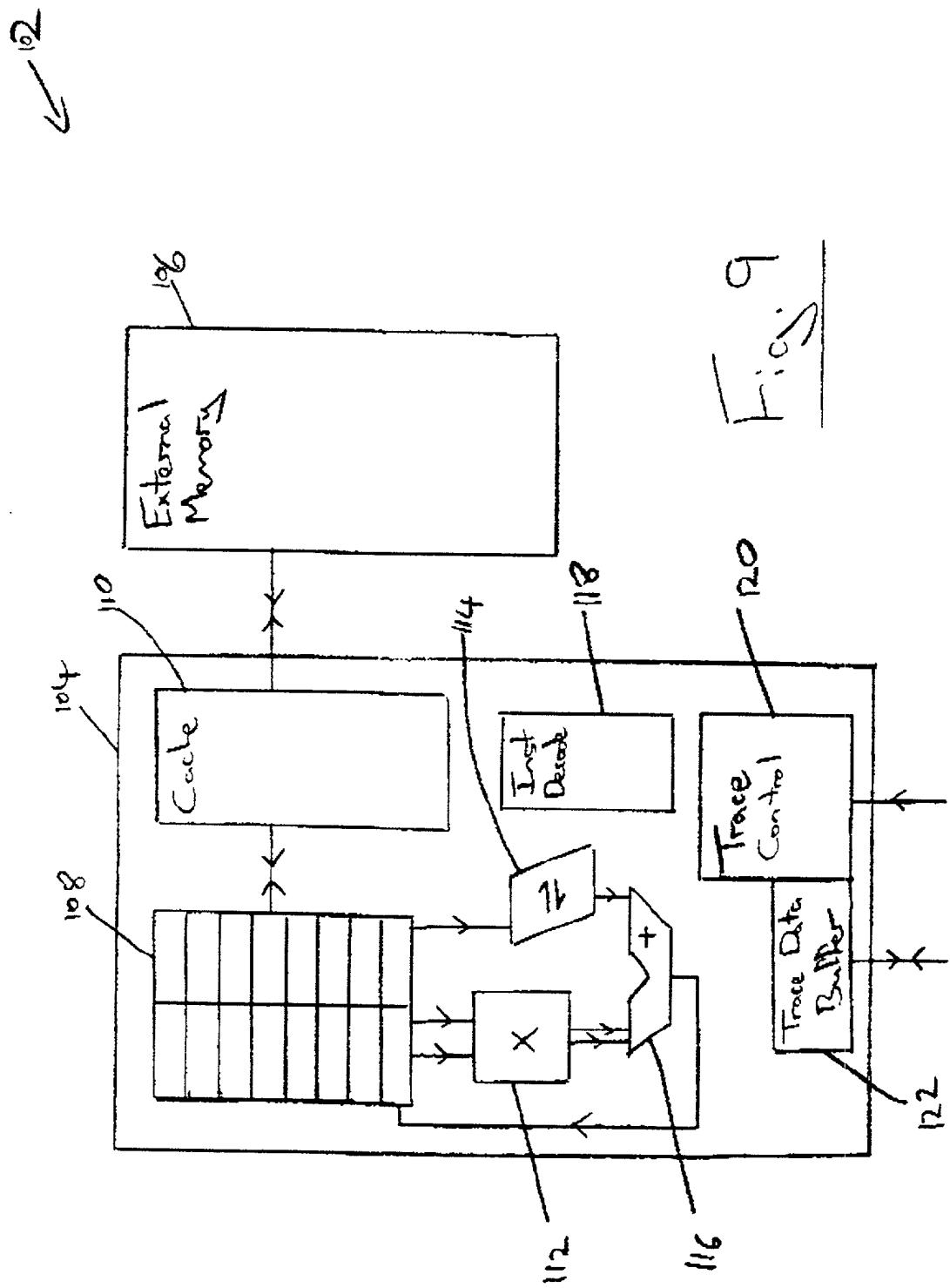


Fig. 7

Exact Match	Add Match	Data Match	Trace Activation Point
✓	✓	✓	①
✓	✓	✗	none
✗	✓	✓	②
✗	✓	✗	②

Fig. 8



LSM $R_n[\text{Add}], \text{Reg List}$

16 bits

0000010001000010111

⇓

R0						
R1						
R2						
R3						
R7						
R11						

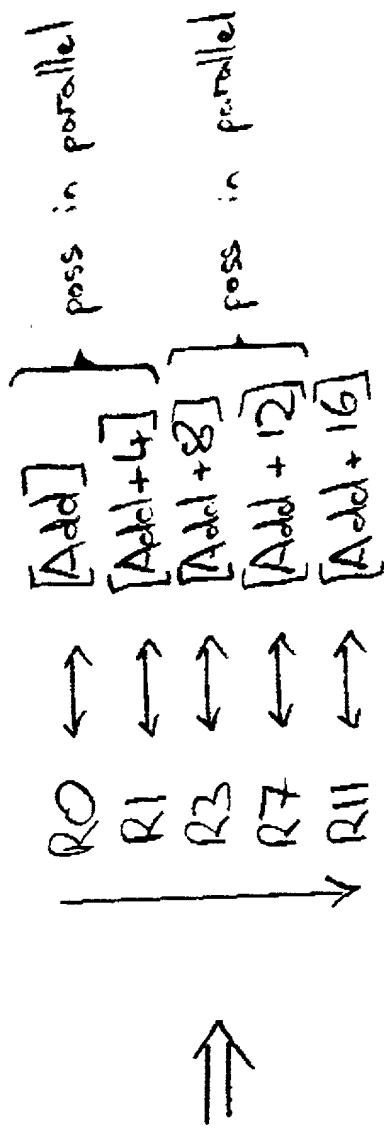
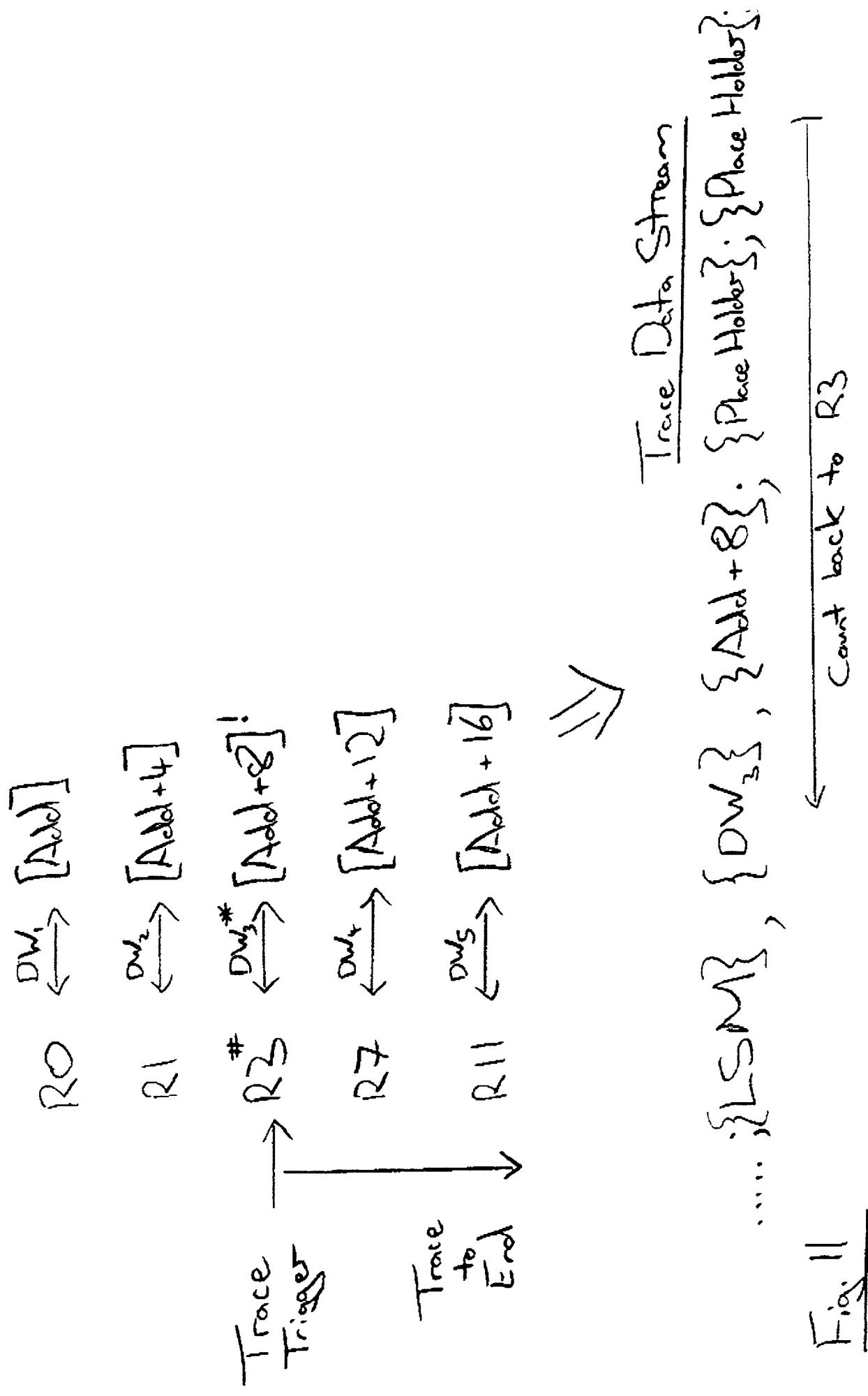


Fig. 10



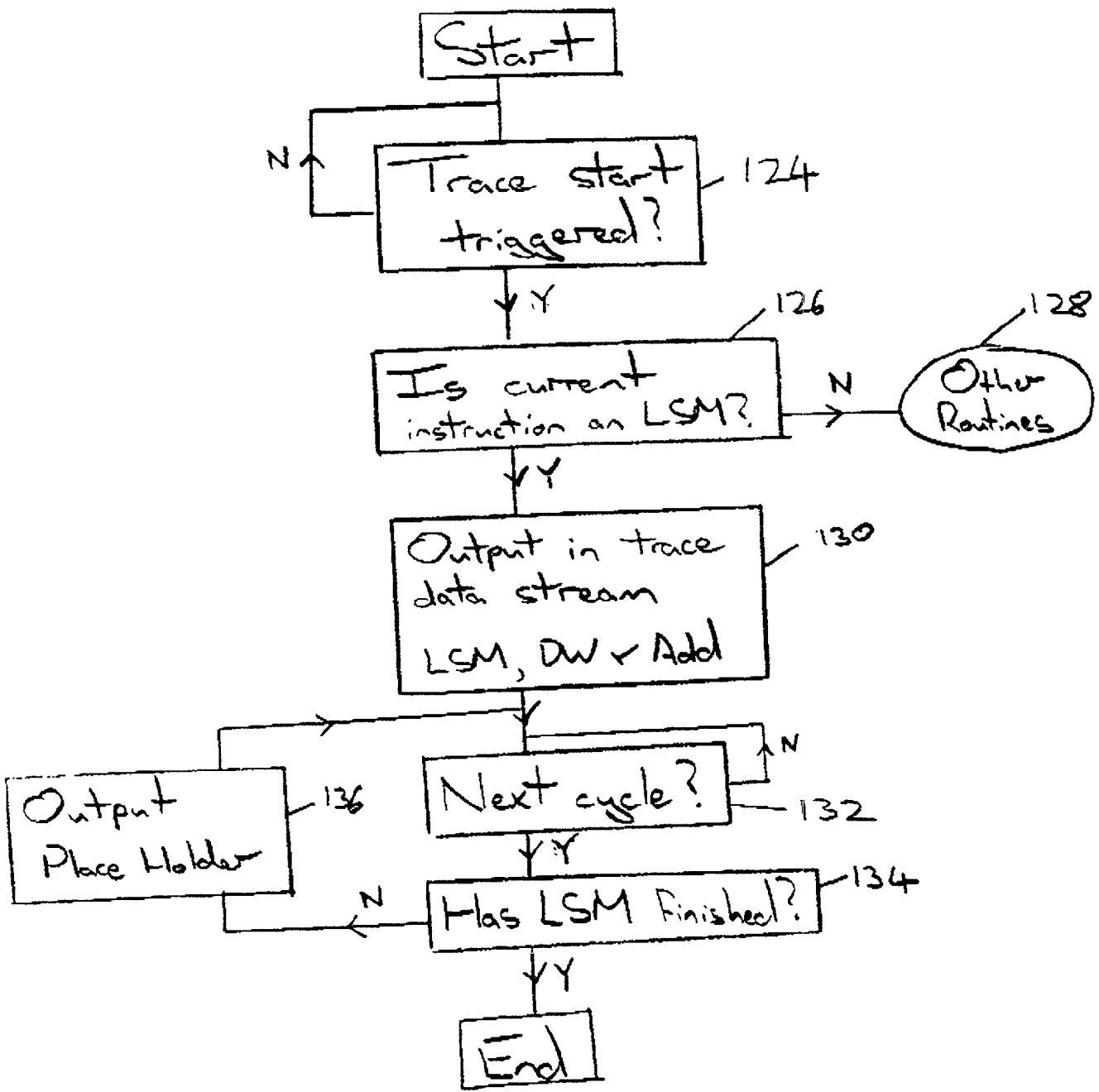


Fig. 12

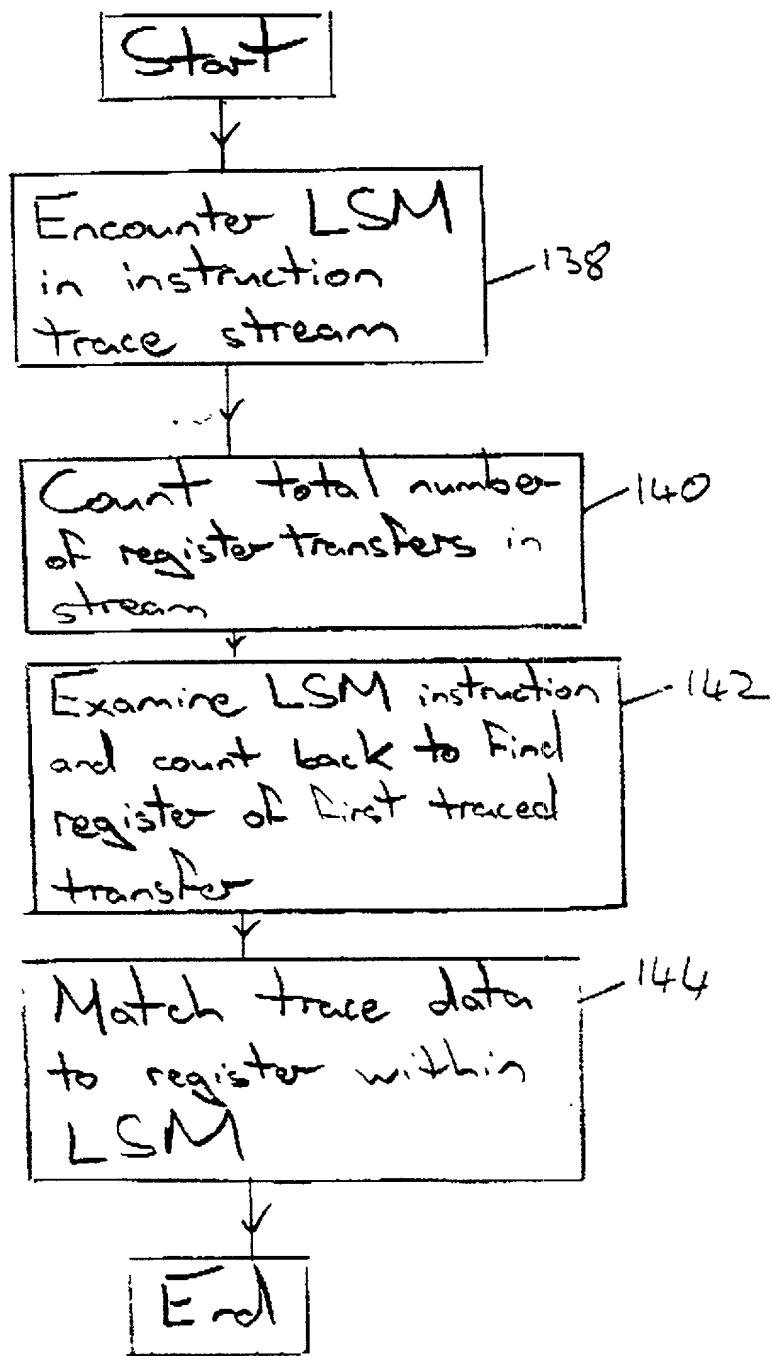


Fig. 13